TALENTS

A talent is an area of expertise that can improve as you progress in the game. As you gain experience, you acquire Talent points that you can spend to improve aspects of your character.

The talents available to you and your squad are determined by the class selected in Character Creation. At activation phases, marked with icons on the talent, you unlock new abilities or other talents on the Squad screen.

Combat Talents

Pistols – Improves accuracy and damage when wielding pistols. Activates the Marksman ability that lets you fire more quickly and accurately for a short time.

Shotgun – Improves accuracy and damage when wielding shotguns. Activates the Carnage ability that lets you fire a huge blast from your shotgun that damages enemies.

Assault Rifles – Improves accuracy and damage when wielding assault rifles. Activates the Overkill ability that lets you fire your weapon in longer, more accurate bursts.

Sniper Rifles – Improves accuracy and damage when wielding sniper rifles. Activates the Assassination ability that increases the damage of your next sniper shot.

Armor – Improves the amount of damage your armor can absorb and may allow you to equip heavier armor, depending on your class. Activates the Shield Boost ability that restores your shields in combat.

Assault Training – Increases melee and weapons damage. Activates the Adrenaline Burst ability that resets the cooldown times on all your talents so that they can be used immediately.

Fitness – Boosts your health, upping the maximum damage you can take before dying. Activates the Immunity ability that increases your damage protection for a short period of time.

Spectre Training – Increases health, accuracy, and the effectiveness of all attacks and powers. Grants the Unity ability that lets you revive your squad members if they are injured in combat.

Tech Talents

Damping – Increases the explosion radius of your tech mines. It activates the Damping Field, which suppresses enemies' tech and biotic abilities in combat.